

2012 FRC Kick Off: Human Player Game Evaluation Results

At the NC 2012 FRC Kick Off, Team PyroTech (#3459) hosted an afternoon of a Human Player Game using the field mock up at Dorton Arena. The challenges: few FRC teams had played an FRC game as human players before so the concept was new, there was no AV equipment to use to explain the rules or run the event, and the game and field were uncovered seconds before the process had to be pulled together. However, despite that, and due to a huge number of supportive teams and volunteers, it went extremely well.

Goals:

- To provide a way for teams to get a better understanding of the rules of the 2012 game by playing it on a full sized field
- To promote more discussion and community between FRC teams in NC

Background statistics:

- Number of NC FRC teams participating in the game: 16
- Volunteers from 10 teams helped make this happen

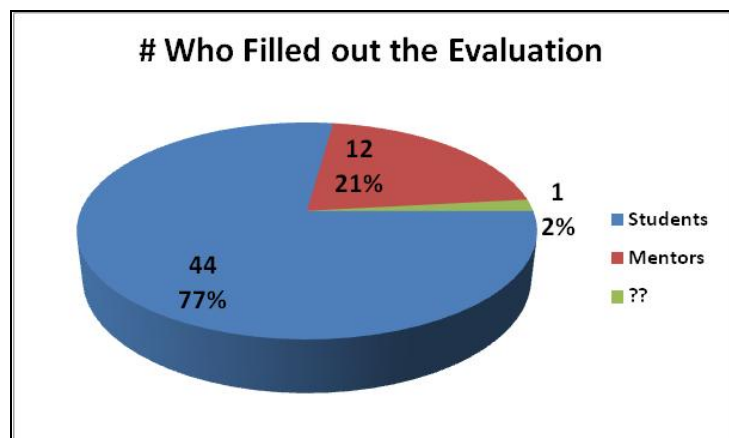
Evaluation Survey Results:

Total number responding to the evaluation survey: 57 students and mentors representing 12 teams

- Teams: 587, 1533, 2059, 2483, 3229, 3331, 3459, 3506, 3737, 3763, 3822, 4016

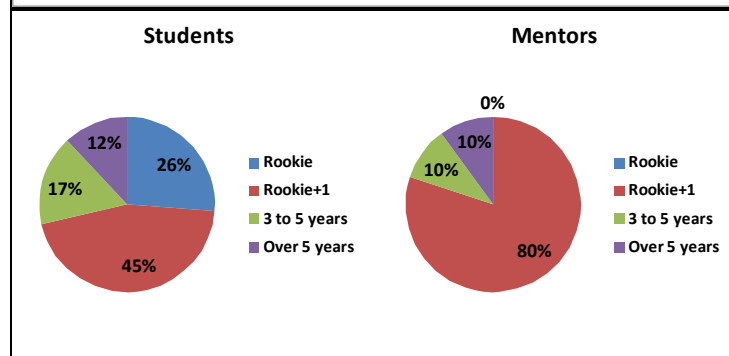
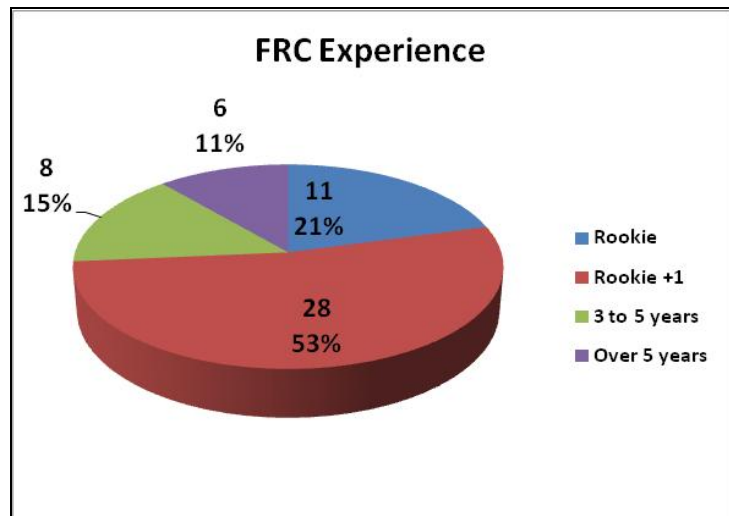
Who responded:

- Students: 44
- Mentors: 12
- No answer: 1



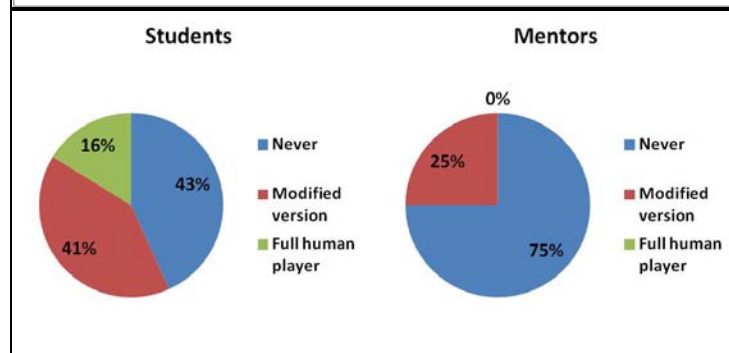
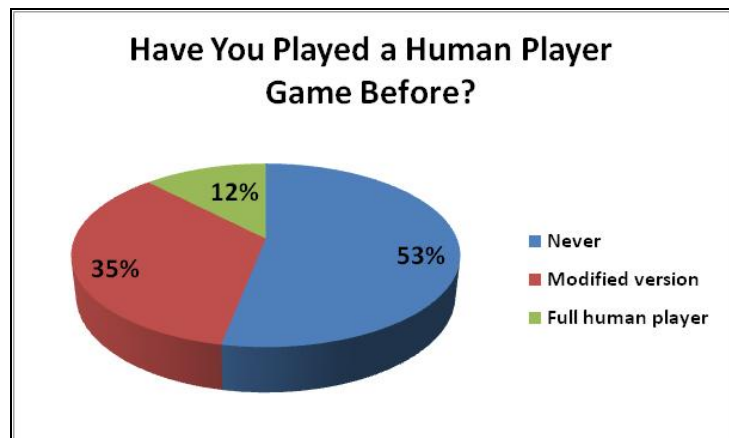
How much FRC experience did the respondents have?

- Rookie: 11
- Rookie +1: 28
- 3 to 5 years: 8
- Over 5 years: 6
- n/a: 4

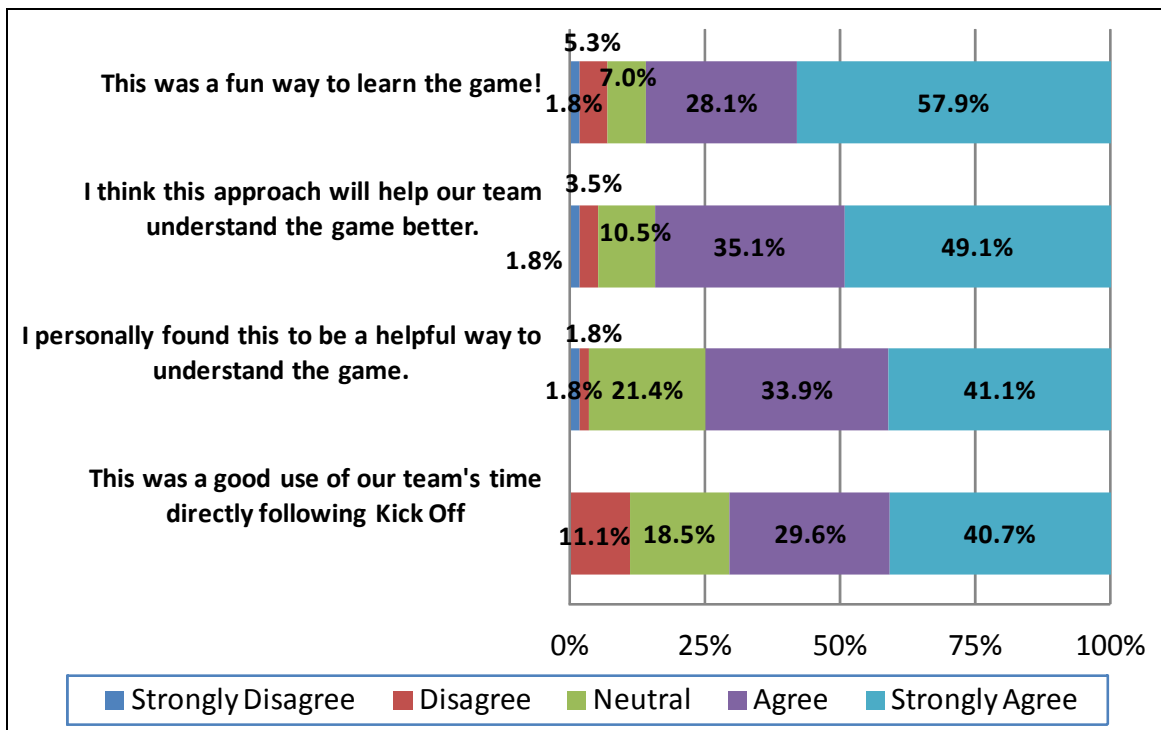


How many of the respondents had played a Human Player Game before?

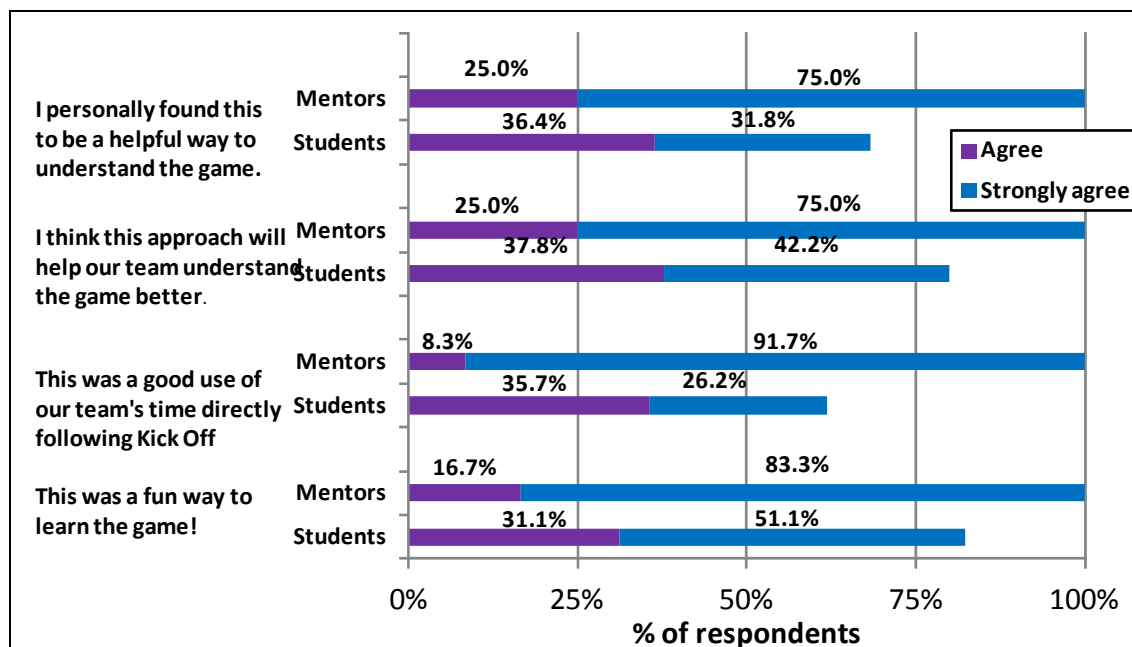
- Never 26
- Modified version 17
- Full human player 6



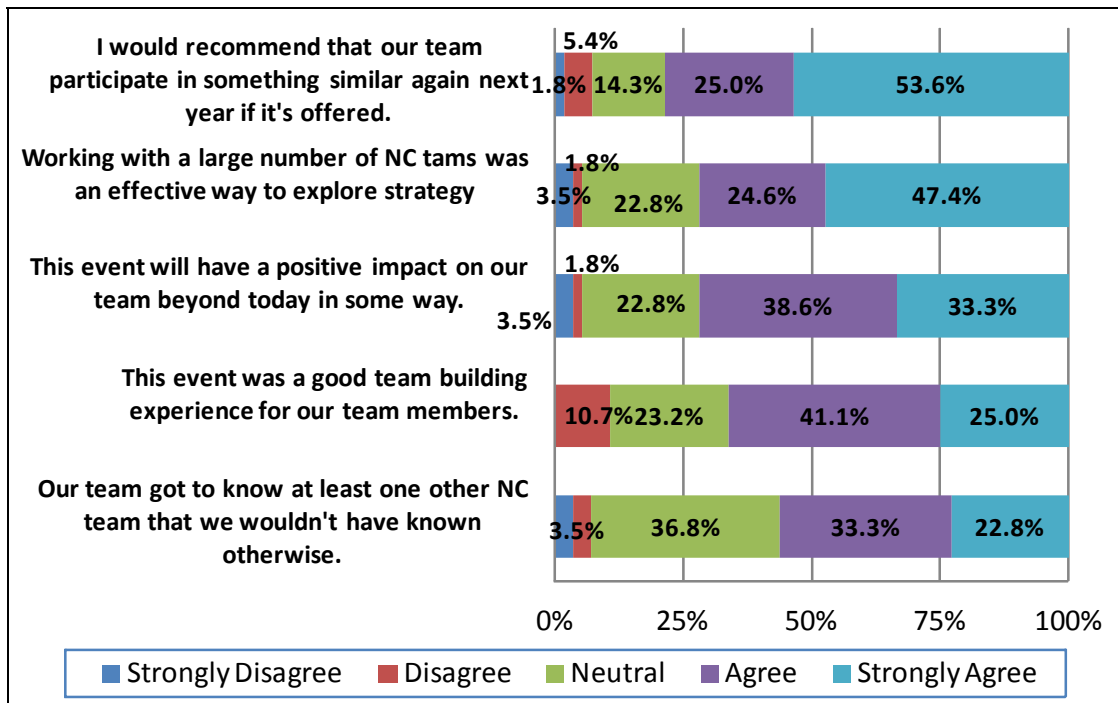
How do you rate the Human Player Game in terms of a tool for learning the game?



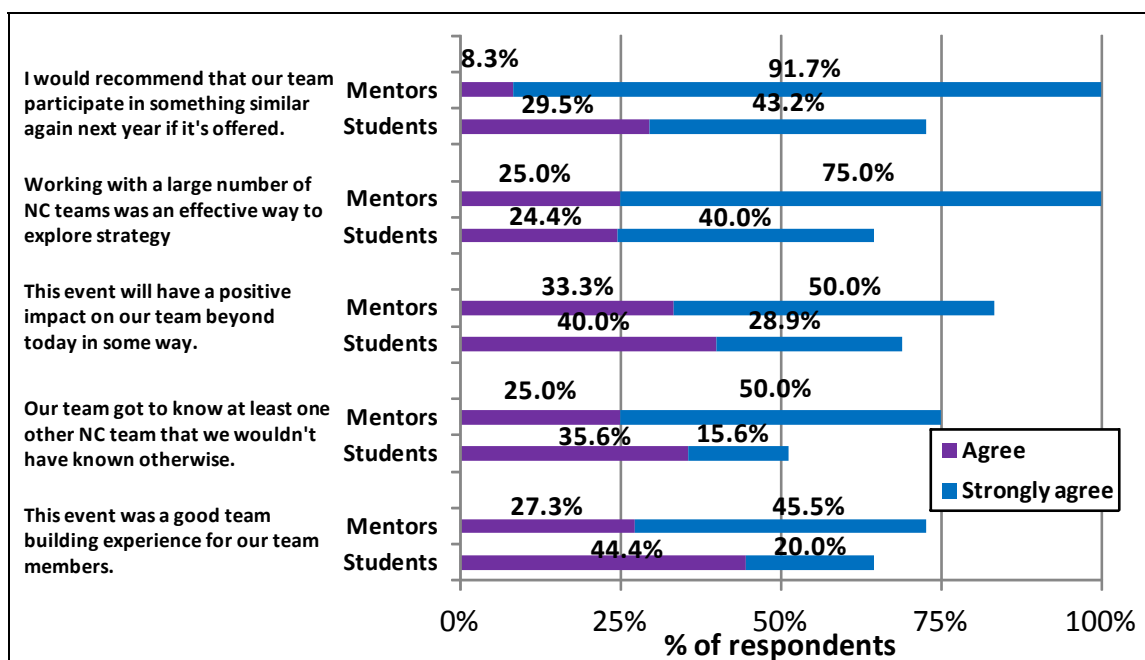
How do you rate the Human Player Game in terms of a tool for learning the game?
(Mentors and Students)



How do you rate the Human Player Game in terms of team and community building?



How do you rate the Human Player Game in terms of team and community building? (Mentors and Students)



What was the best part about this event for you and your team?

- Our team got to see and touch the playing field and the game pieces.
- Interaction with other teams outside of actual competition. Great way for the students to meet, share ideas, etc.
- Team building and getting excited about build season
- This is like a "Race cars, start your engines!" kind of experience. Very good use of time.
- I learn kinesthetically so it was great for me. I got to talk to new people/mentors on the mentor team.
- Those who did not have any clue got a chance to have their questions answered. Great cooperation between NC Robotics teams.
- Meeting people. Discussion.
- The opportunity to see the game in action. I think it will help our team prepare better.
- Seeing the strategy in play.
- The brainstorming sessions, collaboration with other teams.
- Physically playing the game without considering what a robot will look like. Do this again next year. It is an excellent use of the field mock up.
- The Kick Off Video
- Human game
- Learning the basics about the competition process and rules for this year's competition
- Learning about the competition
- Learning the challenge and thinking of the game from a perspective of a robot.
- The game
- We figured what was a better characteristic to put on our robot.
- Getting to better understand the game
- It was useful to hear peoples' ideas in the brainstorming
- Seeing different ideas in action
- Learning the rules
- It helped us understand the game better
- Strategizing
- The best part was working with other teams and exploring their suggestions
- We understood some strategic measures
- Initiated a lot of conversations and thinking about game strategy (gave us a head start)

- Some of the team got firsthand experience in game play
- Getting to collaborate with other NC teams
- Getting to collaborate with other NC teams
- I learned the game
- Playing the game
- Learning the new game and what we plan to make for it.
- For me, this has been a great opportunity to discuss the rules with others on various teams
- Building new member morale

If there were one or two things that would have improved this event for you and your team, what would they be?

- The PA system was bad. You couldn't hear anyone holding the microphone.
- Slightly more time to go over the rules prior to starting the game.
- Unsure
- At least one more half hour to go over rules with team would be beneficial.
- Divide the teams up before the kick off (less work there). Thanks for doing this.
- Thanks a bunch for all!!!!
- Sound system for improved communication.
- I'll sign up for the emails soon.
- 1. Write the process down based on this year. Do this within 3 days when fresh in mind.
2. Have teams - prepick 1-3 teams each for human play in advance of arriving. Or pick teams early & have a back up to sub in.
- The game -- it was REALLY confusing.
- The game was confusing
- Better organization
- Better organization and materials to draw plans with
- Have an "example" match of the challenge to have a better understanding.
- Improve in the shooting skills
- More group collaboration with even smaller groups
- More interaction between all observers/participants
- I don't know
- Organization and communication
- If it was shorter and if the rules were better explained.
- Louder speakers
- More time is needed to understand all of the rules
- More time is needed to understand all of the rules.
- The calling of the numbers
- 2 people making a robot
- Thank you but I have no downsides to this yet.
- More interaction between teams
- More efficient use of time in future events